

SUBSCRIBER BONUS 2001

REFLECTING BACK



LOOKING FORWARD



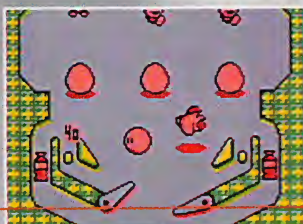
LOOKING FORWARD
SIX-PAGE INTERVIEW AND
EXCLUSIVE COVERAGE ON
THE GAME BOY ADVANCE

REFLECTING BACK

PRO PICKS: OUR
FAVORITE SLEEPERS

PRO BONUS: GREAT
GAMES FROM THE
RECENT PAST

REFLECTING BACK



LOOKING FORWARD



INSIDE



LOOKING FORWARD

GAME BOY ADVANCE

The coming year is going to see the launches of the most sophisticated gaming systems ever imagined,

and the revolution is led by Nintendo's Game Boy Advance. GBA will launch first in Japan in March.

The North American arrival of the 32-bit handheld addition to the Game Boy line is expected in the summer. Already, dozens of games are nearing completion for Game Boy Advance, including familiar names such as Mario Kart Advance and F-Zero Advance. But the promise of a new gaming experience goes beyond the names and sneak peeks of screen shots. Nintendo Power asked two inside sources what GBA will mean to programmers, game designers and game players like you. For the inside scoop, we turned first to Steve Okimoto, the developer relations manager at Nintendo of America. Steve's job is to work with the GBA design group at Nintendo Company Ltd. in Japan and answer the questions of the GBA developers in North America. We also sought out the opinion of Dan Kitchen, a game industry veteran who has worked on just about every system since the NES and is now the VP of handheld development for Majesco. Dan is currently working on Fortress, an action-puzzle game for GBA that will be published by Majesco. What our two experts reveal about the future of Game Boy Advance signals great things ahead for gamers. The future is just around the corner.



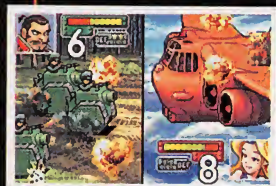
Mario Kart Advance



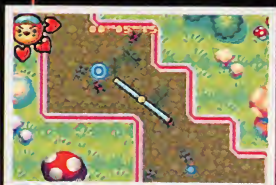
F-Zero Advance



Golden Sun



Game Boy Advance Wars



Kuru Kuru Kururin

ADVANCED CONVERSATION

Power: How does the GBA 32-bit processor compare to the 8-bit Game Boy CPU and what will the differences mean in games?

Okimoto: The GBA's processor is faster and more powerful than the GBC's. That means faster processing, which translates to more and smarter enemies on the screen having more complex interaction with everything in the game.

Kitchen: One of the greatest advantages of developing for the GBA processor is the ability to write most of the code in C as opposed to Z80 assembly language. Although it will help speed up the development cycle somewhat, the complexity of the games will increase, so the overall development cycles will most likely not be any shorter than those for developing GBC titles. Clearly, the 32-bit GBA processor allows developers to update overall elements of the screen faster, while handling many more sprite and game play elements, which will ultimately result in a variety of more complex games for the system.

Power: How does the use of such things as Mode 7 rotation and transparency add to the game play? What sorts of effects can you do on GBA that weren't possible or feasible on the Super NES?

Okimoto: The graphics capability of GBA exceeds that of Mode 7 on Super NES. Mode 7 could be used only on a background, not on sprites, which are the characters that move about on the screen. For GBA, you can rotate backgrounds as well as sprites. Transparency can make more realistic rain or water effects. The fish in the ocean actually look as though they're three feet below the surface. Walking behind a glass window actually looks as though you're inside a room. Ghosts actually look as though they're ghosts.

SIDE VIEW
(Actual Size)





FRONT VIEW
(Actual Size)



Napoleon



Fire Emblem



Doraemon



Rockman Exe



Baketsu Daisakusei

Born to be
WIDE



**GAME BOY
ADVANCE**

Kitchen: With rotation and scaling of backgrounds and sprites, game play POVs not previously achievable on the GBC can be implemented on the GBA. This will offer handheld gamers a variety of new interactive experiences. Although similar to the Super NES, the GBA sprite rotation/scaling and multiple background rotation/scaling features will propel games beyond the capabilities of the Super NES.

Conversation continues on page 4

▶ **ADVANCEDMATH**

Check out Game Boy Advance by the numbers. The specs tell just part of the story, but it's easy to see where advances have been made when you compare Game Boy Advance to Game Boy Color.

	GAME BOY ADVANCE	GAME BOY COLOR
CPU:	32-Bit ARM with embedded memory	8-bit Z80
SCREEN:	2.9" TFT reflective screen 240x160 resolution 65,535 possible colors 511 simultaneous colors in character mode 32,768 simultaneous colors in bitmap mode	2.3" TFT reflective screen 160x140 resolution 32,000 possible colors 56 simultaneous colors
SIZE (mm):	144w x 82h x 25d	75w x 133h x 27d
WEIGHT:	140g	138g
POWER:	2 AA batteries	2 AA batteries
BATTERY LIFE:	20 hours	10 hours
SOFTWARE:	Cartridge format, Game Boy and Game Boy Color compatible	Cartridge format, Game Boy compatible

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TOP VIEW
(Actual Size)

Continued from page 3

Power: Can you give an example of the types of graphics that we're likely to see on the handheld system?

Okimoto: There are quite a few 2-D paint tools available to developers. Nintendo offers two choices to our developers: Intelligent Systems AGB Character and Studio Bullterrier's Farlux. Both of these tools specialize in making animated sprites. I don't know if Deluxe Paint is still available, but it's one of the staples of any Super NES developer's tool kit.

Kitchen: When developing for the GBA, studios will need to design within the technical limitations, as many veteran developers have done for years. One must work to take advantage of the hardware's unique features as opposed to its limitations. With the rotation/scaling features we will tend to see more "first-person" style games featuring forward motion with limited navigation.

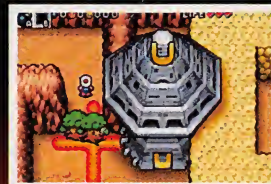
Power: What sort of extra functionality do the Left and Right Buttons add to GBA games?

Okimoto: It can be difficult to hold the GBA and easily access the Left and Right Buttons at all times. For that reason, I see the Left and Right Buttons being used for special functions rather than as frequently used buttons. F-Zero for Game Boy Advance took advantage of them to help the hovercraft corner better. The function was similar to the use of the Left and Right Buttons on the Super NES Controller.

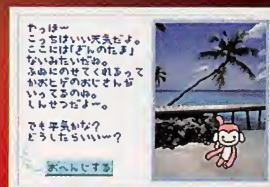
Kitchen: As handheld games become more complex and the expectations for game play on those types of systems become higher, extra control functionality is always helpful. In many cases, the Left and Right Buttons on the GBA will allow players greater control of a game's main character and camera views.

Power: What sort of benefits will gamers realize from the improved sound capabilities of GBA?

Okimoto: One of the biggest benefits would be NOT having the urge to turn down the volume



Bomberman Story



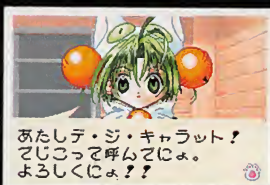
Mail de Cute



Momotaro Festival



Castlevania/Circle of the Moon



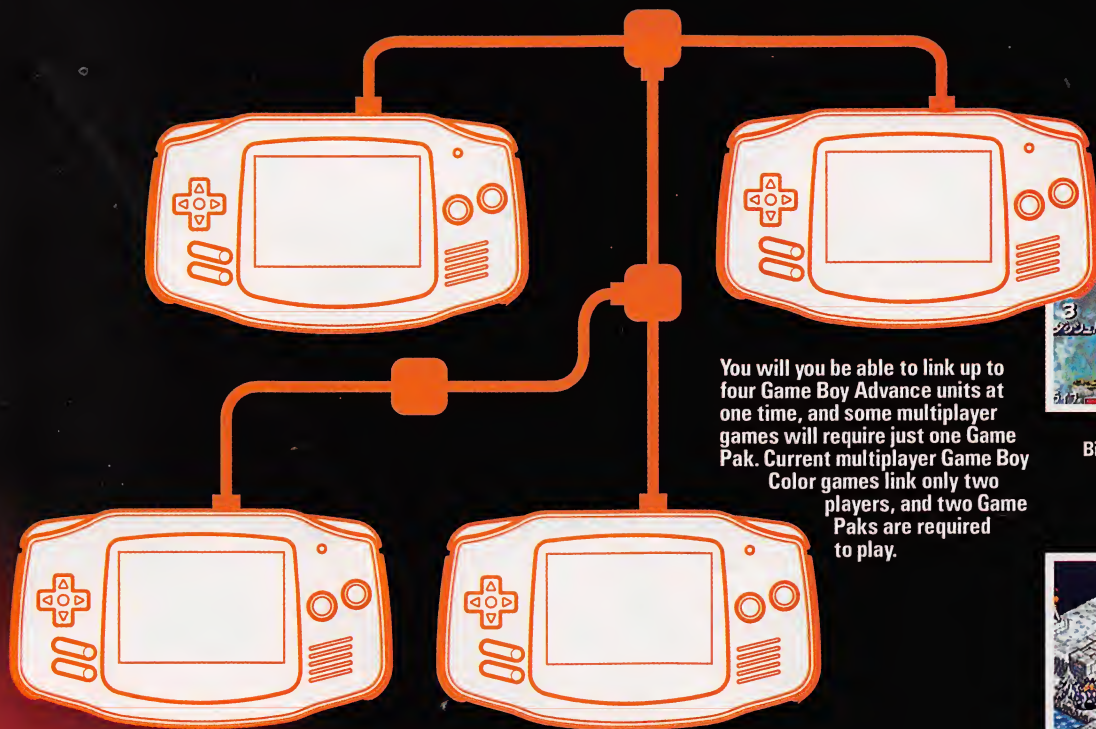
Digi-Communication

► MAJESCOGEARS UP

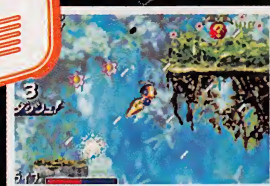
Majesco got its start in the gaming business by republishing classic titles for the Super NES, Genesis and Game Boy. Now, the New Jersey-based publisher is leading a domestic stampede to create a library of games for Game Boy Advance. The 10 titles listed here are slated to be ready for the system's launch in June. With familiar names such as Earthworm Jim, Pitfall and Caesar's Palace on the Majesco marquee, plus a sampling of many other game categories, it looks as if Majesco is going to be a major player for the new king of the handhelds.

MAJESCO—LAUNCH TITLES

EARTHWORM JIM	ADVENTURE
PITFALL	ADVENTURE
FORTRESS	PUZZLE STRATEGY
M&MS: LOST IN TIME	ADVENTURE
IRIDION 3-D	SPACE SHOOTER
JELLY BELLY	ADVENTURE
CAESAR'S PALACE	GAMBLING SIMULATION
AERIAL ACES	FLIGHT SIMULATION/ADVENTURE
F-18	FLIGHT SIMULATION
PAINTBALL	ACTION



You will you be able to link up to four Game Boy Advance units at one time, and some multiplayer games will require just one Game Pak. Current multiplayer Game Boy Color games link only two players, and two Game Paks are required to play.



Big Adventure of Pinobee



Tactics Ogre

level on the GBA immediately! Seriously, GBA is capable of much more realistic-sounding instruments and sound effects. Small voice samples can be used to make the games more interactive. Wouldn't you like to hear Mario taunting you while racing in Mario Kart?

Kitchen: With the new audio hardware gamers should be able to hear a broader range of music and sound effects, as well as a variety of specialized audio effects.

Power: What is the most promising thing about Game Boy Advance?

Okimoto: Playing great games on a portable platform that fits in your pocket. For the Game Boy and Game Boy Color, there were often design trade-offs that limited the number of characters on the screen, the number of colors in the background or the depth of the AI, etc.

For Game Boy Advance games, limits are pushed so far ahead that there really aren't any technical reasons to limit your game design.

Anything that was possible on Super NES will be possible easily on GBA.

Kitchen: The GBA has many promising aspects ranging from its video resolution and color capabilities to its ability to scale and rotate backgrounds and sprites. But one very exciting feature is its "downloadable link play" feature that will enable multiple players to link up and play using only one Game Pak. Also, with the redesigned link hardware of the GBA, a number of multiplayer games can be played with more reliability.

Power: Do you have any thoughts on the compatibility of Game Boy Advance and Nintendo GameCube? How do you think the two systems might be used together?

Okimoto: I think the biggest benefit would be transferring data from GBA to Nintendo GameCube games. If you finish a GBA game, then you could receive a key that would unlock certain portions of the GCN* version of the game. Or, similar to the way the N64 Transfer Pak worked, if you capture certain characters in the GBA version, you could play them in the Nintendo GameCube version. Both GBA and GCN versions of the game would have to be programmed specifically to take advantage of the link feature. You wouldn't be able just to link together two units and expect them to talk to each other. *Conversation continues on page 6*

*GCN is the official abbreviation for Nintendo GameCube.



I Am an Airport Controller



Monster Breeder



Golf Master



BOTTOM VIEW
(Actual Size)

Continued from page 5

Okimoto: I think that there is also potential to use the GBA itself as a Controller for the Nintendo GameCube. The idea will have to be examined closely since there are fewer buttons available on the GBA than on the GCN Controller. Another problem would be making sure that game players owned both systems. Of course, that is Nintendo's hope, but unfortunately you couldn't design a game that required a GBA to be able to play it.

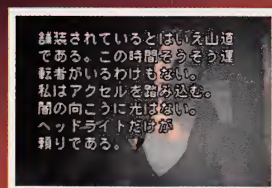
Kitchen: One obvious feature of linking the GBA to the Nintendo GameCube would be to transfer packets of profile information (such as characters or items) for RPG-style games like Pokémon. Also, if engineered correctly, subsets (single levels or minigames) of a GCN game could be downloaded to the GBA for portable play. Obviously, the subsets would need to work within the technical limitations of the GBA System.

Power: Is it possible to port modified N64 games to AGB?

Okimoto: Yoshi's Story for N64 was ported to GBA as a programming exercise. It was an ideal choice since the game was a 2-D side-scrolling game with some simulated 3-D elements. I would say



Pocket GT Advance



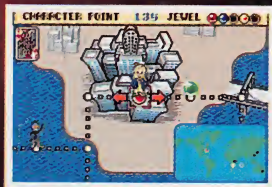
Silent Hill



Star Communicator



Top Gear GT



Twittie & Magical Gems



Konami's Wacky
Racing Advance

► FORTRESSAN EXCLUSIVE LOOK



One of the projects that Dan Kitchen has been working on for Majesco is a hybrid action-puzzle game called Fortress for Game Boy Advance. The 16-Megabit game features elements of such classic titles as Tetris and Rampart. Players build castles from falling pieces, creating stone walls and towers to withstand the bombardment from their opponent. Majesco is planning five different time period-based levels for the game: Stone Age, W.W. II, Medieval, Golden Age of Piracy and Futuristic. Each time period will feature its own style of weaponry, such as slingshots in the Stone Age, cannons and catapults in the Medieval period and lasers in the futuristic level. Once the castles have been built, players place their cannons and then begin the battle. As the fight rages back and forth,

players can patch up their castles with more pieces that fall from above. They can also build Twerp Towers inhabited by characters called Twerps. Twerps have different designations such as Grunts, Soldiers, Archers, Medics and Wizards. Wizards cast spells while Grunts fix damaged areas of the castle. There are monster characters, as well, and soldiers can be sent to attack the enemy's stronghold.

Fortress can be played in three different modes: One Player, Multiplayer Head-to-Head and Multiplayer Cooperative Mode

where two players team up against two other opponents. The game will allow GBA-linked players to play head-to-head using just one Game Pak. Fortress requires quickness and strategic thinking, and its graphics are, well, quite advanced. The early version of the game received at Nintendo Power turned your Power staff into rabid warlords in no time. Fortress is just one example of the new breed of games that will make Game Boy Advance a force to be reckoned with.



that 2-D games like Pokémon Puzzle League or The New Tetris could work well on GBA. Even pseudo 3-D games with a fixed camera perspective like Baldur's Gate or Starcraft could be possible. At that point, the AI and pathfinding algorithms might be the limiting factors. I wouldn't be surprised if some crafty developers came up with a way to do "true 3-D" on GBA.

Kitchen: For the most part, it is possible to port any N64 game to the GBA. The development team obviously has to work around the technical changes that are required to facilitate the port. For instance, first-person, 3-D, polygonal games that allow for free navigation would need to be changed to reflect more of a third-person POV (point of view) instead.

Power: Can you describe how GBA games will take gamers to the next level of immersive fun?

Oldenro: I think a game like Zelda: Link's Awakening would be perfect for GBA. Action/RPGs have always been my favorites. Seeing a more colorful Link fighting with 32 smoothly rotating Octoroks in a new dungeon would be awesome.

Kitchen: Through enhanced graphics and controls, GBA games will take players to the next level of fun.

The ability to use Game Boy Advance as a Controller for Nintendo GameCube will be an extra feature. Even so, linking the system will let players exchange game data easily between systems and networks. As a Controller, GBA's greatest benefit is its color screen. In a multiplayer game, the GBA screen gives you the ability to keep information secret or to share it with a partner.

► ADVANCEWARNING

Game Boy Advance may turn out to have the biggest launch library of games of any video game system in history.

In addition to the big Nintendo titles like Mario Kart Advance, F-Zero Advance, Golden Sun and Napoleon, we expect as many as several dozen third-party titles to be published during the summer. Konami has announced nine titles for the Japanese launch, including a Castlevania game. Other Japanese publishers have already announced about 40 launch titles, many of which should find their way to our shores. We're hoping Tactics Ogre and Rockman EXE are among the games that are brought to North America. Closer to home, Midway is planning to have Ready 2 Rumble Boxing Round 2 ready for the North American launch. Namco should have Namco Museum Advanced, Pac-Man Advanced and Tekken Advanced ready to roll. And in the months following GBA's arrival, Midway plans to release MLB Sluggers, NBA 2001, NFL Blitz 2002 and NHL Hitz while Namco plans to release Ms. Pac-Man Advanced. In addition to its 10 launch titles, Majesco will release five more games by the end of 2001. It's looking like gamers will be the most advanced people on the planet. Of course, we already knew that.

Sometimes, great games and accessories go almost unnoticed or just don't get the recognition they deserve. Until now, that is...

Good games are released all the time, and for every blockbuster megasmash there is at least one game that didn't get its time in the sun—or its time in the sun was just too short. Nintendo Power felt it was time to take a look at some sleepers from the past.



TUROK 3



BUCK
BUMBLE



BODY
HARVEST

We surveyed 10 Nintendo Power and Nintendo Online staffers to unearth some overlooked gems from Nintendo platforms past and present. We were surprised to find a wide range of games covering many, many years and game systems. Maybe you've heard of some of the games but didn't get a chance to check 'em out—and maybe you weren't even born when they made their debuts. If you're looking for some exciting, challenging games for your systems, you might want to try some of the pros' picks.



BIONIC
COMMANDO



JET FORCE
GEMINI

GAME BOY
CAMERA



GAME BOY
PRINTER



Drew Williams



Chris Shepperd



Jenni Villarreal



Jason Leung



Scott Pelland



Andy Hartpence



Alan Averill



George Sinfield



Dan Owsen



Sonja Morris

Jet Force Gemini™ and ©1999 Rare. Rareware logo is a trademark of Rare.

Player's Poll respondents recently named Drew "Favorite Now Playing Reviewer" by a huge margin, resulting in an exuberant victory dance by the usually languid, if restless, writer.

POWER PRO DREW WILLIAMS



WRITER
NINTENDO POWER

THE GAME

THE REASONS

Rocket: Robot on Wheels
(N64)

"Sucker Punch's excellent title suffered from a glut of high-profile platformers when it was released. There's a crazy glee to everything you do in the game."

Harvest Moon 64

"The graphics are weak, the game play is slow and there is no violence of any kind in Harvest Moon, but the farm-fresh RPG will draw you in with its characters and butter-churning plot."

Warlocked
(Game Boy)

"As far as I know, Warlocked is the first true real-time strategy game on a portable platform. It pushes the limits of AI (artificial intelligence) and strategic game play... and it's also a lot of fun."

Puchi Carat
(Game Boy)

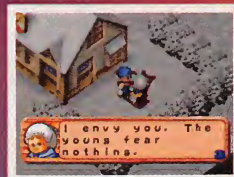
"At first glance, Puchi Carat seems like yet another moronic twist on Breakout, but a few minutes of actual game play will make a believer out of you. The story mode is peculiar but adds depth to the stupid fun of the puzzle challenges."

Starcraft 64

"The PC Version is a multiplayer masterpiece. The N64 version is a multiplayer dis, but the single-player game is a blast."



Rocket: Robot on Wheels



Harvest Moon 64

Chris's job title, "Prepress/Design Assistant," doesn't explain much—the plucky Scorpio spends most of his busy day playing games, grabbing screen shots and dissing the writers.

POWER PRO CHRIS SHEPPERD



PREPRESS/DESIGN
ASSISTANT
NINTENDO POWER

THE GAME

THE REASONS

Jet Force Gemini
(N64)

"Jet Force Gemini has more action, more story and the same amount of game play as DK64."

Rocket: Robot on Wheels
(N64)

"Rocket stars a unicyclist with a huge head and a tractor beam running from crazy clowns. What's there not to like?"

Duke Nukem: Zero Hour
(N64)

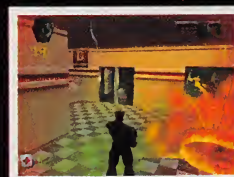
"Zero Hour has a cool (if bizarre) story line, decent game play and great maps, and if you beat it you can play it in third- or first-person view. Cool!"

NBA Live 2000
(N64)

"Live 2000 has plenty of moves and accurate play control, and you can go one on one with Michael Jordan himself."

Turok 3
(N64)

"By far the best in the series—it has better game play and great levels, and the action is far less bland than in the first two. It's just too bad it came after Turok 2, which ruined the series."



Duke Nukem: Zero Hour



Turok 3

Former rock critic and aesthete Jenni rarely rises early to watch "Pokémon: the Johto Journeys," even though she loves cartoons—especially the genius that was Captain N: The Game Master.

POWER PRO JENNI VILLARREAL

Sometimes the best man for the job is a woman.



THE GAME

THE REASONS

Hello Kitty's Cube Frenzy
(Game Boy)

"Puzzle games never seem to get the recognition they deserve, and cutesy puzzle games . . . forget about it! Even if I wasn't a slave to Sanrio, I would still dig Cube Frenzy—the puzzles are tough and require lots of thought and good timing."

Puchi Carat
(Game Boy)

"This puzzler is an odd mix of Breakout and Bust-a-Move, with a strange story line and plenty of character. The graphics are great, the puzzles are challenging and the whole thing is just fun. It's hard to stop playing Puchi Carat."

Game Boy Camera and Game Boy Printer

"It's amazing how many supercool things you can do with the Game Boy Camera—little movies, funny songs, wacky photos—grab one, find the Player's Guide, and create! The printer can print out the photos, and it works with lots of games."

Looney Tunes Collector: Alert! (Game Boy)

"Alert! is an odd, yet interesting RPG with a horrible name but really involving game play. It uses the Looney Tunes license in a novel way, and the game itself is pretty deep for a Game Boy game. It's especially cool if you love the cartoons."

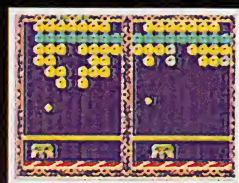
Rocket: Robot on Wheels
(N64)

"If the amazing graphics and original characters don't do it for you, just take Rocket for the briefest spin around a level—his movement feels so real, so smooth, so solid—it's a whole new gaming experience. I broke into a smile the first time I played it."

WRITER
NINTENDO POWER



Hello Kitty's Cube Frenzy



Puchi Carat

Brock-esque hairdo aside, the dude-acious Nintendo Power great isn't just about style. His art and writing have appeared in the mag for four years—two of which he was awake for.

POWER PRO JASON LEUNG

THE GAME

THE REASONS

Game Boy Camera

"I don't think most people understand even a third of what it can do. Hook it up to your Super Game Boy and use your VCR to record lo-fi, grainy full-motion video. The DJ function is also incredibly detailed. What you can do is limited only by your own creativity."

Space Station Silicon Valley
(N64)

"A charming adventure filled with brainbusting 'how do I get over there?'-style puzzles that frequently mish-mashes up genres. It's big on variety and wit—the animals and their transformations are always surprising, inspired and funny."

Puzzle Master
(Game Boy)

"In a world of Tetris clones, Metro3D's Puzzle Master actually covers new ground beyond adding new shapes to the raining blocks scenario. It's a successful mix of adventure and puzzling."

Star Soldier: Vanishing Earth
(N64)

"If you need to let off some steam, play this. It's pure arcade shooting action a la Galaxian. It's fast-paced, mindless, button-mashing, old-school, shoot-'em-up mayhem, and that's what makes it such a blast."

NewKidCo

"The company behind Tom and Jerry in Fists of Furry, Disney's Tigger's Honey Hunt and more seems to get overlooked because it aims its games at early gamers, but its smart games boast excellent game play and graphics and are well worth looks from adults."

SENIOR WRITER
NINTENDO POWER



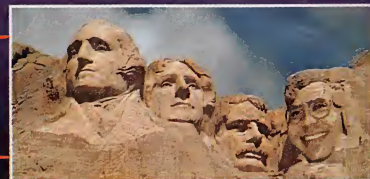
Space Station Silicon Valley



Star Soldier: Vanishing Earth

A gentleman and a scholar, Scott is Nintendo's foremost authority on Mountain Dew. In his 13 years with Nintendo, no one has seen him in a t-shirt without a video game logo on it. Really.

POWER PRO SCOTT PELLAND



THE GAME

THE REASONS

Starcraft 64

"It took Starcraft an extra year to make it to store shelves, but it was worth the wait. The one-player game turned out to be truly golden in the end. The inclusion of the Brood War missions makes it a great value for strategy fans. Don't forget it again."

**Body Harvest
(N64)**

"This is a brilliant, sprawling sci-fi adventure from DMA with amazing variety and depth. Players experience every level of control, from running around as the main character to driving tanks and flying planes, and the story is out of this world."

**Rainbow Six
(N64)**

"Rainbow Six seems so incredibly real because of the detail of the mission planning, the great scenarios and the super production values of graphics and sound."

**Space Station Silicon Valley
(N64)**

"The graphics are a bit quirky, but the puzzle-oriented play is some of the cleverest stuff ever created for a video game console. It will keep you busy for months."

**Metal Gear Solid
(Game Boy)**

"A huge and ambitious game that fully lives up to the quality of its predecessors—it was largely overlooked by adventure fans who would love it."

MANAGING EDITOR
NINTENDO POWER



Body Harvest



Metal Gear Solid

Andy's skills on the basketball court are rivaled only by his skills at trash-talking opponents while playing Pokémon Puzzle League. The Indiana-born funster is a Camp Hyrule mainstay.

ONLINE PRO ANDY HARTPENCE



THE GAME

THE REASONS

**Boogerman: A Pick and Flick
Adventure (Super NES)**

"Thank you, Boogerman, for reminding us all not to take our jobs too seriously. This game doesn't have the best play control or the most advanced graphics, but it is goofy, fun to play and true to its name."

**BattleTanx: Global Assault
(N64)**

"It's truly rewarding to cruise the streets in the game blowing stuff up, and I think this game is a prime example of how playing video games can help you blow off steam. The sweet multiplayer mode is just a bonus."

**Bionic Commando: Elite
Forces (Game Boy)**

"Bionic Commando is one of the best platform games I've ever played on a portable system. The play control is perfect, and the graphics take advantage of everything Game Boy Color has to offer."

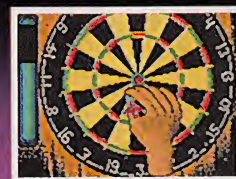
**Pro Darts
(Game Boy)**

"When I first heard about this game I was extremely unexcited. I reluctantly picked it up to write a review, but after a few turns I ended up carrying it around with me for a few months."

**Buck Bumble
(N64)**

"The concept of flying around as a bee and blowing up other bugs is rad, but the real reason I like this game is that it's hard to beat. To top it all off, Buck's got a supernice theme song to keep your head noddin'."

ONLINE WRITER
NINTENDO ONLINE



Pro Darts



Buck Bumble

SUBSCRIBER BONUS 2001

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Alan prefers games with deep story lines and well-developed characters, regardless of the game's graphics. He also likes Captain Action, Doctor Evil and hippo lamps—not necessarily in that order.

POWER PRO ALAN AVERILL



THE GAME	THE REASONS
<i>Earthbound</i> (Super NES)	"It's funny, it's weird, it's perfect. I bawled when I found out Earthbound 64 was canceled. The greatest game to grace any Nintendo system, ever."
<i>Bionic Commando: Elite Forces</i> (Game Boy)	"Maybe it's the mechanical arm, or the amazing number of weapons, or the surprisingly dark and touching ending—whatever the reason, this little number deserves another day in the sun."
<i>Mystical Ninja Starring Goemon</i> (N64)	"Start off with quite possibly the most bizarre plotline in all of video game history, throw in a dash of RPG, a pinch of action and jokes that are funny only because they're so bad—you have the recipe for Mystical Ninja."
<i>Double Dribble</i> (NES)	"The first cager to have dramatic close-ups of slam dunks. It also has decent crowd animations and sounds and a half-time show."
<i>Shadow Man</i> (N64)	"Any game where you have to switch between the living and the dead while carrying around a teddy bear and battling staple gun-wielding madmen is a winner in my book."

WRITER
NINTENDO POWER



Mystical Ninja Starring Goemon



Shadow Man

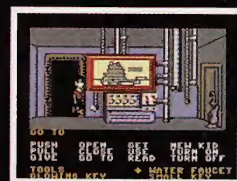
A devotee to both cooking and computer programming, George is also generous. He'd like to thank Super Agent Mike Frazier for his thoughts and opinions—about what, we have no idea.

POWER PRO GEORGE SINFIELD

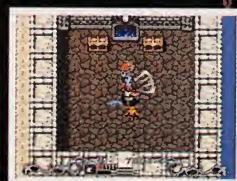


THE GAME	THE REASONS
<i>Super Baseball Simulator 1.000</i> (Super NES)	"An extremely solid baseball game with some really creative Ultra Plays that give players special abilities. It's pure fun and well-tuned."
<i>Maniac Mansion</i> (NES)	"A very funny story-based game from LucasArts that got its inspiration from old monster movies—good puzzles, great dialogue, and really fun to play."
<i>Brain Lord</i> (Super NES)	"Brain Lord has very good control and a lot of variety in the types of magical spells and weapons that you can use."
<i>Kwirk</i> (Game Boy)	"There's plenty of variation in the way the puzzles are set up—many will have you thinking for quite a while until you finally figure them out."
<i>Street Fighter II</i> (Game Boy)	"This solid Game Boy fighter might have slipped past the radar of some Game Boy players. The game is very easy to plug and play. If you're a casual fighting fan, it could be just right."

WRITER
NINTENDO POWER



Maniac Mansion



Brain Lord

Nintendo lifer Dan has spent the past 12 years at Nintendo. The Detroit Tigers jacket-clad Online Manager won't let anyone forget that he's written the English text for three Zelda games.

ONLINE PRO DAN OWSEN



ONLINE MANAGER
NINTENDO OF AMERICA

THE GAME

THE REASONS

Pipe Dream
(Game Boy)

"Pipe Dream is a pretty nondescript puzzle game that I always thought was kind of lame until Alexi Pajitnov, one of the inventors of Tetris, showed me some tricks. Now I take it on all of my long trips."

Kirby's Pinball
(Game Boy)

"Kirby's Pinball is probably the best video pinball game yet. The three boards are all fun to play on, and the minigames are great."

Kickle Cubicle
(NES)

"One of the greatest action puzzle games ever. Plus the name is just awesome. Say it over and over again. Kickle Cubicle. Kickle Cubicle. Kickle Cubicle. Cool, huh?"

Little League Baseball
(NES)

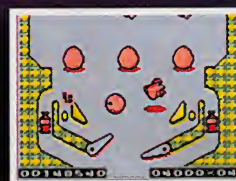
"One of the best baseball games for any system. The different ratings of the teams are a good way to balance the game. If you are a good player, you could take Italy and let your less-skilled opponent take California."

Willow
(NES)

"Willow is what Zelda II: The Adventure of Link should have been. This action-adventure game has a lot of great touches, like when the wind starts blowing when enemies show up."



Pipe Dream



Kirby's Pinball

Sonja's reign of terror at Nintendo Power has lasted for more than 10 years and shows no signs of stopping. The dancing queen's fave video game-related movie is Double Dragon—or so she says.

POWER PRO SONJA MORRIS



PRODUCTION MANAGER
NINTENDO POWER
(V-DESIGN)

THE GAME

THE REASONS

Wetrix
(N64)

"The complicated instructions and the bizarre water element may be some of the reasons Wetrix was overlooked. Once you figure out the rules and what each piece does, it's a very fun puzzle game."

Flying Dragons
(N64)

"Flying Dragons is a really fun button-masher. You can play in Super Deformed Mode so your characters look like little manga kids. The moves are easy, and you don't have to pull off a 14-button combo to see the coolest moves."

Snowboard Kids
(N64)

"The game is fun because it combines snowboarding with fun weapons to mess up your opponents. It has cool, easy-to-execute tricks—and the characters are cute, too. The two-player mode is really fun."

R-Type DX
(Game Boy)

"R-Type DX is extremely hard—and, let's face it, shooting down spaceships is fun."

Shanghai
(Super NES)

"Shanghai is as addictive as Tetris but with a slower pace. It's a different type of puzzle experience."



Wetrix



Snowboard Kids

Plenty of games are overlooked, as our Pro Picks proved. We've got even more picks from Power's pros...

Names of great games just kept popping up, so we decided to add to each pro's personal picks. Ten more games made the big list. Will they make yours?



GAME & WATCH SERIES

Some games are fun because they're so complex—but others, like Game & Watch 1, 2 and 3 are fun because they're so simple. Each Game and Watch Pak is filled with several retro-cool games that give your brain a break and your reflexes a workout.

There are many secrets to uncover in Crystalis' complex, colorful world—and you will willingly lose yourself inside the game until you find them all. Adventure and RPG lovers will adore the game, and even casual fans of the genres will appreciate it.



Hot Wheels Turbo Racing (N64)

Admittedly, the N64 has an embarrassment of good racing games. Hot Wheels Turbo Racing will get your motor running with its fast, frantic, trick-based racing—you have to pull tricks on the Hot Wheels-style track to earn speed boosts, and you need speed boosts to win big. The great music? Bonus!

More people would start compost heaps if all worms were this entertaining. Worm warfare might not sound like big fun, but the strategic, turn-based battles, silly weapons and tough enemies really do add up to a hilarious gaming experience.

LOONEY TUNES:
DUCK DODGERS
STARRING
DAFFY DUCK



Few adventure games have the completely silly, cartoony atmosphere of Looney Tunes: Duck Dodgers Starring Daffy Duck, and still fewer games inspired by TV, books, film or other media have remained so true to the source material. OK, the title is awkward. The game definitely isn't—it's pure, zany fun.



Game & Watch Series (Game Boy)



Crystalis (Game Boy)



Worms: Armageddon (N64)



Looney Tunes: Duck Dodgers Starring Daffy Duck (N64)



**BOMBERMAN: THE
SECOND ATTACK**

Crisp, cartoony graphics, lively levels and thoughtful puzzles combine to make Bomberman: The Second Attack a great gaming experience. The single-player and multiplayer modes offer two different but equally fun styles of game play.



**Bomberman: The Second
Attack (N64)**

Ms. Pac-Man: Maze Madness pulls the maze premise into the polygon era with glorious, inventive results. It's easy to pick up and play but pretty tough to finish 100%. The last two levels start with a brilliant chase that turns the gobbler into the gobble-ee. It's one of the best updates, if not the best update, of a classic video game character.



**MS. PAC-MAN:
MAZE MADNESS**

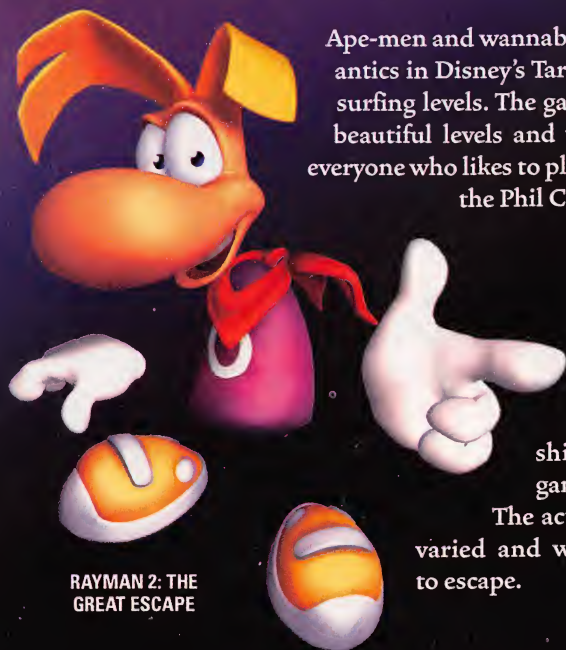


**Ms. Pac-Man: Maze Madness
(N64)**

While so many newish RPGs seek only to emulate Pokémon, including the collecting and trading elements, Survival Kids did its own castaway chic thing, well before "Survivor" made remote islands cool. The inventive little RPG deserves a second look from RPG and adventure fans.



**Survival Kids
(Game Boy)**



**RAYMAN 2: THE
GREAT ESCAPE**

Ape-men and wannabees alike should check out the jungle antics in Disney's Tarzan, if only for the exhilarating tree-surfing levels. The game is aimed at new gamers, but the beautiful levels and varied game play should appeal to everyone who likes to play games. All the Tarzan fun, none of the Phil Collins vocals.



**Disney's Tarzan
(N64)**

Rayman 2: The Great Escape is one good-lookin' game and the shining example that platform-style game play can work beautifully in 3-D.

The action, environments and enemies are varied and well thought-out—you won't want to escape.



**Rayman 2: The Great Escape
(N64)**



LOOKING FORWARD